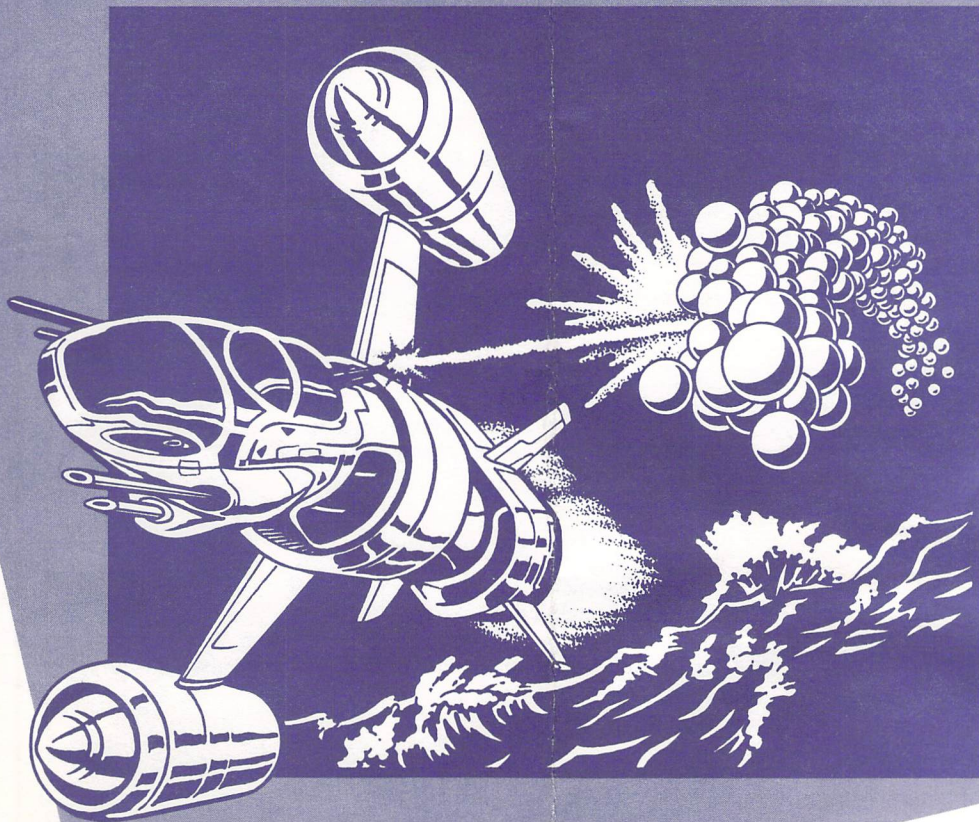


# DELTA PATROL

TM



## BERMUDA TRIANGLE IN SPACE

You are a member of Delta Patrol, the elite squadron of tough space-cops pledged to protect the galaxy with everything they've got...including their lives. Your assignment... Delta Sector. A junkyard of lost ships, alien bandits, and unknown forces of destruction. Your patrol must seek out the evil killers that live there and terminate them. Streak through treacherous caves, foaming oceans, and solar flares. Capture new lethal weapons and use them to restore law and order.

## GETTING STARTED

Remove all cartridges and plug joystick into port 1.

Insert game disk into drive and turn on computer.

Commodore 128 will boot automatically.

Commodore 64 users type **LOAD"EA",8,1** and press the Return key.

## CHOOSING GAME OPTIONS

Press the spacebar during the title screen to access game options screen.

F1 Toggles between one player/two player options. Players alternate turns. The second player's turn begins when the first player loses a ship.

F3 Toggles between Joystick and Keyboard options.

F5 Toggles between music and sound effects options.

## GAME CONTROL

Start game

Pause game

Resume play after pausing

Return to title screen

## JOYSTICK

Fire button

RUN/STOP

Fire button

RUN/STOP /T

## KEYBOARD

Return

RUN/STOP

Return

RUN/STOP /T

Use joystick and cursor keys to scroll through the alphabet when assigning player's initials to high scores at the end of the game. Use firebutton or return key to choose letter.

## SHIP CONTROL

Move forward

Move back

Move up

Move down

Fire weapons

Move joystick right

Move joystick left

Move joystick forward

Move joystick back

Fire button

D

A

W

X

Return

Note: Any combination of one vertical and one horizontal control key will move the ship in a diagonal direction.



## PLAYING DELTA

**Credits** — Normally you destroy aliens to earn credits, but some attacking formations may *decrease* your credits. You lose all unused credits after passing through armament and ship enhancement icons.

**Armament** — You will often fly past new weapons and ship enhancements between alien attacks. You can safely add blue icons, but the gray ones will obliterate your ship. Fly directly into a blue icon to add it to your ship. Your credit balance will appear along the bottom of the screen. Weapons and ship enhancements eventually wear out and you'll need to find new ones.

The list below depicts the weapons and ship enhancements you can find:



### EXTRA SPEED

Cost: One credit.

Increases velocity. Don't overdo it or your engines might overload.



### PROTECTOR

Cost: Five credits.

Lacerate approaching enemies with this spinning ball of shrapnel.



### RATE OF FIRE

Cost: Two credits.

Provides additional fire power.



### WARPER

Cost: Six credits.

Slows time so you can shoot slow—moving enemies while maintaining your normal speed.



### MULTIPLE FIRE

Cost: Three credits.

Fire from rear, port and starboard.



### SUPA SHIELD

Cost: Seven credits.

Provides the ultimate protection from enemy blasts.



### FISH WEAPON

Cost: Four credits.

Now you can go after the *really* tough enemies.

## DELTA PATROL CREDITS

Programmer: Stavros Fasoulas

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Music: Rob Hubbard

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